

Amendments to the Claims:

This listing of claims will replace all prior versions and listings of claims in the instant application:

Listing of Claims:

1. (Currently Amended) A method for managing multimodal interactions comprising the steps of:

registering a plurality of modality components with a modality component server, wherein each modality component handles an interface modality for an application;

initiating a multimodal application from a client device, the multimodal application submitting activation conditions for modality components it supports to a multimodal engine of the modality component server;

activating a modality component by a modality activator of modality component server when activation conditions for said modality component are satisfied;

connecting said activated modality component to [[a]] said client device; and

conveying a user interaction from the client device to the activated modality component for processing.

2. (Currently Amended) The method of claim 1, wherein said modality component is registered with a modality component server, said method further comprising the step of:

placing results from said user interaction onto a shared memory area of said modality component server.

3. (Original) The method of claim 1, said registering step further comprising the step of:

for each modality component, establishing a list of activation conditions such that at least one operation of the modality component is fired when one of said activation conditions is detected.

4. (Currently Amended) The method of claim 1, wherein at least one of said plurality of modality components is remotely located from said client device.

5. (Currently Amended) The method of claim 4, wherein said client device lacks available resources to locally execute at least one function that is handled by the remotely located modality component.

6. (Currently Amended) The method of claim 4, wherein at least one of said plurality of modality components is disposed within said client device.

7. (Currently Amended) A modality component server comprising:

a modality activator configured to dynamically activate at least one modality component responsive to an occurrence of an application event initiated by a multimodal application from a client; and

a multimodal engine including an inference engine, a list of activation conditions, and a shared memory area, said multimodal engine being configured to detect an interaction and to responsively initiate an interaction response by running the inference engine against the list of activation conditions and current state of the shared memory area, wherein said interaction and said interaction response have been specified by a previously registered modality component.

8. (Original) The server of claim 7, wherein a plurality of modality components are simultaneously utilized, wherein said plurality of modality components specify a plurality

of interactions and associated interaction responses, and wherein said multimodal engine is configured to detect any of said plurality of interactions and to responsively initiate an programmatic action.

9. (Currently Amended) The server of claim 7, wherein said ~~thin~~ client lacks sufficient resources to locally execute one or more functions of said multimodal application.

10. (Original) The server of claim 7, wherein said multimodal engine is further configured to manage multimodal interactions involving multiple modality components.

11. (Cancelled)

12. (Currently Amended) A machine-readable storage having stored thereon, a computer program having a plurality of code sections, said code sections executable by a machine for causing the machine to perform the steps of:

registering a plurality of modality components with a modality component server, wherein each modality component handles an interface modality for an application;

initiating a multimodal application from a client device, the multimodal application submitting activation conditions for modality components it supports to a multimodal engine of the modality component server;

activating a modality component by a modality activator of modality component server when activation conditions for said modality component are satisfied;

connecting said activated modality component to [[a]] said client device; and

conveying a user interaction from the client device to the activated modality component for processing.

13. (Currently Amended) The machine-readable storage of claim 12, ~~wherein said modality component is registered with a modality component server~~, said method further comprising the step of:

placing results from said user interaction onto a shared memory area of said modality component server.

14. (Original) The machine-readable storage of claim 12, said registering step further comprising the step of:

for each modality component, establishing a list of activation conditions such that at least one operation of the modality component is fired when one of said activation conditions is detected.

15. (Currently Amended) The machine-readable storage of claim 12, wherein at least one of said plurality of modality components is remotely located from said client device.

16. (Currently Amended) The machine-readable storage of claim 15, wherein said client device lacks available resources to locally execute at least one function that is handled by the remotely located modality component.

17. (Currently Amended) The machine-readable storage of claim 15, wherein at least one of said plurality of modality components is disposed within said client device.

18. (Currently Amended) A system for managing multimodal interactions comprising:

means for registering a plurality of modality components, wherein each modality component handles an interface modality for an application;

means for receiving activation conditions for modality components supported by a

client device, the activation conditions being submitted by the client device;
means for activating a modality component when activation conditions for said
modality component are satisfied;
means for connecting said activated modality component to [[a]] said client
device; and
means for conveying a user interaction from the client device to the activated
modality component for processing.